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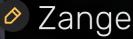






in: SMiki, Neverwitcher, Ethnic Groups, Humans

COMMUNI





This fan-fiction article was written by SMiki and Neverwitcher. Please do not edit without the writers' permission.

Zange is the name of the ethnic group of **Humans** inhabiting Zangvebar. The people of Zangvebar themselves never use this term to refer to themselves.

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Art generated by Leonardo.ai, style of Nemanja Stankovic (GWENT Artist)

Significant Populations

Languages		
Minority	Parts of Ofir, Parts of Melukka, Parts of Zerrikania	
Majority	Zangvebar	

Primary Sauti

Minor Zerrikanian



Majority Spiritualism

Minorities Animism

Related ethnic groups

Known None



History 6

TBA.

Demographics o

The people of Zangvebar speak of themselves as the **Watu**, which literally translates as people. The primary groups are the Mzururaji (the wanderers) and the Wenyeji (the dwellers) with the Mabaharia a smaller third part of their society, being seafarers and corsairs living around the Isles of Aldabara. Those who are not from Zangvebar are named **Mgeni**, outsiders. Those that broke the law, act against the Watu, help the Mgeni against the Watu or otherwise do an unspeakable act are known as **Kufukuzwa**, the banished. Their names are removed from history, forbidden to be mentioned ever again. Some more notable criminals are known by a title instead, such as 'the pockmarked mockerer' or 'the mizzan kinslayer'.

Wenyeji 🔗

The dwellers are the Zangvebar most travelers interact with most, they run the cities and towns at the coasts and strategic positions like river deltas. Made up of smaller tribes, the dwellers do not necessarily share a strong bond like the Mzuruaji do. They see themselves as Watu first, then as those that do not wander second.

Mzuruaji 🔗

The wanderers were originally a tribe called the Amevaa'Nyekundu, who were nomadic ever since they can remember. They arrived from elsewhere after the Wenyeji had already settled their costal towns, trading in mimosa bark and wares gained from the sea. For reasons only

known to the Nyekundu themselves they abandoned their former home and fled to Zangvebar, where they were begrudingly accepted. They move through the interior of the land and are the primary source of animals exports, such as the cynocephali. While they never truly abandoned their own tribal name in time other people mixed with them and joined them their nomadic ways, which is why they are labeled as the wanderers instead.

Mabaharia 🔗

The Mabaharia (the seapeople) are the most gifted when it comes to seafaring, building boats and being traders. Most Zangvebari have little interest in leaving, the Mzuruaji and Wenyeji holding deep love for their home, the Mabaharia holding a love for the world beyond as well. While not one singular tribe they all share a deep love for the sea and teach swimming to their young, which is not a tradition elsewhere. They are the least numerous, but the most met by travelers.

Minor Tribes 6

Descendants of Zangvebarian emigrants are usually called Wazao, which literally means descendant. Descendants born in the north from mixed families in coastal kingdoms, such as Cidaris, are called Wazao wa Kaskazini meaning that, "descendants of the north". Third generation descendants from this families are called Wana wa baridi or "sons of the cold". In the case of mixed descendants with Nilfgaardians, even that of third generation onwards, are called Watoto wa Dola or "children of the empire".

In the case of mixed descendants with Apumayu Basin people these are called Wana wa misitu or "sons of the forests". For mixed families between Southern Ofieris and Zangvebarians and their descendants, these are called by a translation of the name of the ethnic group to which they belong in Ofir, Wanaume wa baharini or "the sea men" which refers to how their descendants are known in Ofir, the Sea Ofieris, who make up 20% of the total population of their neighboring country, especially in the southern frontier areas. In rare cases, there are mixed Hannuan - Zangvebarian families, but if there are any, they are called Wale wa mchanga or roughly translated as "the sandy ones".

Language and writing systems •

TBA.

Religion 🔗

TBA.

Women & Bonding o

TBA.

Gallery 🔗

TBA.

Trivia 🔌

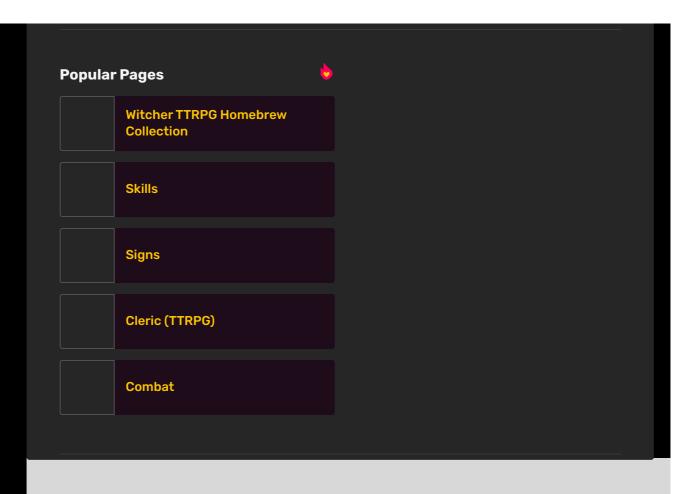
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World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar		
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map	AMITCHER!	
Power Groups	Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs		
VIPs	List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis		
Bestiary	Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton		
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